CI224 Game Development – Froggur

# Game Concept

Our game concept is effectively a clone of the arcade classic Frogger. The goal of the game is for the player to move from one side of the map (a road) to the other, avoiding obstacles and collecting collectables. If the player reaches the other side of the road without dying, they win the game. The player will also attempt to set a high score by collecting as many of the collectables placed across the road as possible.

*Illustrations to go here*

The target platform for the game is primarily a desktop PC or laptop, although mobile and consoles would lend themselves to the game equally well.

# Design

# Implementation

We began by taking the codebase from the tutorials and repurposing it in order to create a program which adhered to the MVC design pattern, creating classes for the game model, view and controller. This posed some challenges as knowing how to separate out all of the code from the main playground.cpp file into three separate classes wasn’t entirely clear at first. However we overcame the challenge and in the end produced some well organised code. The following UML Class Diagram documents the structure of the program.

*UML Class Diagram to go here*

The next challenge was loading a model into our scene and displaying it in the window.